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L3	3621	705/26.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/29 16:06
L4	530	434/118.ccls.	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/29 16:06
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L9	10	1 and @ad<="20001227"	US-PGPUB; USPAT; EPO; JPO; DERWENT; IBM_TDB	OR	ON	2005/03/29 16:16

L14	669	("0811775" \| "1209920" \| "1602561" \| "2787970" \| "3462148" \| "3529378" \| "3797010" \| "3839797" \| "3999307" \| "4182312" \| "4224769" \| "4348744" \| "4358277" \| "4464122" \| "4478580" \| "4503499" \| "4541771" \| "4548082" \| "4575805" \| "4602817" \| "4611996" \| "4622013" \| "4627818" \| "4650426" \| "4682805" \| "4705479" \| "4723212" \| "4730253" \| "4730861" \| "4736294" \| "4759717" \| "4766322" \| "4771583" \| "4787085" \| "4804250" \| "4809170" \| "4820167" \| "4824367" \| "4828257" \| "4831791" \| "4835683" \| "4845665" \| "4850631" \| "4852018" \| "4860203" \| "4866635" \| "4874784" \| "4876719" \| "4877408" \| "4881263" \| "4884216" \| "4884972" \| "4891766" \| "4908761" \| "4912652" \| "4914585" \| "4916625" \| "4918618" \| "4926064" \| "4931950" \| "4939689" \| "4947346" \| "4951239" \| "4953099" \| "4954969" \| "4964077" \| "4967369" \| "4972318" \| "4977529" \| "4990838" \| "4992940" \| "5001630" \| "5002491" \| "5008853" \| "5014219" \| "5017139" \| "5018082" \| "5035625" \| "5041972" \| "5042006" \| "5046019" \| "5046020" \| "5047918" \| "5047977" \| "5050095" \| "5052043" \| "5056037" \| "5056792" \| "5058034" \| "5063492" \| "5065317" \| "5073890" \| "5075868" \| "5086393" \| "5086479" \| "5093899" \| "5093914" \| "5094174" \| "5103741" \| "5113482" \| "5117496" \| "5124918" \| "5128520" \| "5128752" \| "5136687" \| "5137027" \| "5140671" \| "5144674" \| "5146602" \| "5155763" \| "5163842" \| "5167012" \| "5170464" \| "5172245" \| "5175814" \| "5186629" \| "5189402" \| "5201034" \| "5202828" \| "5204968"	US-PGPUB; USPAT; USOCR	OR	ON	2005/03/29 16:11

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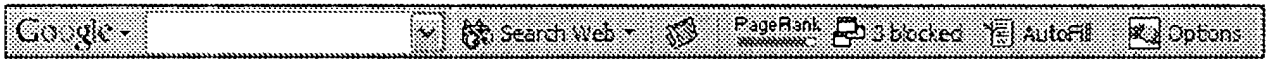
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41 The effect of communication modality on cooperation in online environments

Carlos Jensen, Shelly D. Farnham, Steven M. Drucker, Peter Kollock

April 2000 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(928.36 KB) Additional Information: full citation, abstract, references, citings, index terms

One of the most robust findings in the sociological literature is the positive effect of communication on cooperation and trust. When individuals are able to communicate, cooperation increases significantly. How does the choice of communication modality influence this effect? We adapt the social dilemma research paradigm to quantitatively analyze different modes of communication. Using this method, we compare four forms of communication: no communication, text-chat, text-to-speech, and voice. ...

Keywords: CSCW, collaboration, computer mediated communication, online interaction, social dilemna, social interfaces

42 The behavioral styles of computer programmers

Edward M. Cross

June 1970 **Proceedings of the eighth annual SIGCPR conference**

Full text available: pdf(1.18 MB) Additional Information: full citation, abstract, references, citings, index terms

This paper describes a part of the research conducted for a doctoral dissertation. The purpose of the research was to test an approach to job analysis, specifically focusing on the utility of a certain set of constructs, those underlying the scales of the principal instrument used in the study, for job analysis purposes. Because a rather substantial part of the study and the background for the study would not be of interest to any but a few of the people assembled here, much explanatory mat ...

43 Simulation education: Plenary session: thoughts and musings on simulation education

Richard E. Nance, Osman Balci

December 2001 **Proceedings of the 33nd conference on Winter simulation**

Full text available: pdf(120.46 KB) Additional Information: full citation, abstract, references, index terms

Proper education of a modeling and simulation professional meeting the extensive criteria imposed by the community poses significant challenges. In this paper, we explore the

formation of a university-based education in modeling and simulation to meet the challenges. We examine the factors affecting the composition of a modeling and simulation course. Based on the anticipated consequences, we propose potential solutions.

44 Special issue on user modeling: Preface
Computational Linguistics Staff
September 1988 **Computational Linguistics**, Volume 14 Issue 3
Full text available: pdf(469.81 KB) Publisher Site Additional Information: full citation, references

45 Late breaking result papers: Online personals: an overview
Andrew T. Fiore, Judith S. Donath
April 2004 **Extended abstracts of the 2004 conference on Human factors and computing systems**
Full text available: pdf(196.93 KB) Additional Information: full citation, abstract, references, index terms

Online personal advertisements have recently become an easy, socially acceptable way to meet partners for dates or relationships. Because popular personals systems not only reflect but also have the potential to reshape how people attract one another, date, and fall in love, the design of these systems merits careful consideration. We present a survey of current styles of online personals, including searchable profile listings, personality matching, and social network systems. Finally, we encour ...

Keywords: attraction, computer-mediated communication, online dating, online personals, relationships

46 The systems analyst as a knowledge engineer: can the transition be successfully made?
Shirley C. Payne, Elias M. Awad
September 1990 **Proceedings of the 1990 ACM SIGBDP conference on Trends and directions in expert systems**
Full text available: pdf(1.11 MB) Additional Information: full citation, references, index terms

47 Identification and selection of successful future IT personnel in a changing technological and business environment
Andre P. Calitz, Mark B. Watson, Gideon de V de Kock
April 1997 **Proceedings of the 1997 ACM SIGCPR conference on Computer personnel research**
Full text available: pdf(586.47 KB) Additional Information: full citation, references, citings, index terms

48 A study of the effect of consumer trust on consumer expectations and satisfaction: the Korean experience
Dan J. Kim, Donald L Ferrin, H Raghav Rao
September 2003 **Proceedings of the 5th international conference on Electronic commerce**
Full text available: pdf(170.64 KB) Additional Information: full citation, abstract, references

This study proposes a framework regarding the relationship between consumer trust, satisfaction, and expectation in the context of electronic commerce. In particular, the

framework draws together two theories: expectation-confirmation theory and social exchange theory. Following the longitudinal pre-purchase and post-purchase stages, this study provides a theoretical framework combining trust, expectation and satisfaction, and tests the proposed models empirically using Internet consumer behavio ...

Keywords: consumer satisfaction, consumer trust, expectation-confirmation theory, pre-purchase and post-purchase stages, social exchange theory

49 Managing radical transformation: a holistic paradigm

David Paper, James A. Rodger

April 1999 **Proceedings of the 1999 ACM SIGCPR conference on Computer personnel research**

Full text available: pdf(635.54 KB) Additional Information: full citation, references, index terms

Keywords: authors kit, conference publications, guides, instructions

50 Placement, performance and turnover of information systems professionals: implications for HRIS

Karen Ketler, Robert D. Smith

June 1993 **Proceedings of the 1993 conference on Computer personnel research**

Full text available: pdf(636.62 KB) Additional Information: full citation, abstract, references, index terms

The purpose of this paper is to report the results of an empirical study of the placement and performance of 130 information systems professionals in a large utility company. Four distinct job environments were identified: 1) Centralized information systems department with technical focus, 2) Centralized information systems department with a user focus, 3) Decentralized information processing in the user departments with a technical focus, and 4) Decentralized information processing in the ...

51 Tigrito: a multi-mode interactive improvisational agent

Heidy Maldonado, Antoine Picard, Patrick Doyle, Barbara Hayes-Roth

January 1997 **Proceedings of the 3rd international conference on Intelligent user interfaces**

Full text available: pdf(590.21 KB) Additional Information: full citation, references, citings, index terms

Keywords: agent, autonomous, avatar, believability, interactive

52 Proposal: evaluation of environments

Mack Alford, Larry E. Druffel, Ben Elliott, Richard Fairley, Ray Houghton, J. Ramanathan, Samuel T. Redwine, P. G. Richards, Alan R. Segal, Leon Stucki, Jack C. Wileden

January 1982 **ACM SIGSOFT Software Engineering Notes**, Volume 7 Issue 1

Full text available: pdf(619.00 KB) Additional Information: full citation, references

53 The limits of correctness

Brian Cantwell Smith

January 1985 **ACM SIGCAS Computers and Society**, Volume 14,15 Issue 1,2,3,4

Full text available: pdf(1.07 MB) Additional Information: full citation, citings, index terms

54 Proposal: evaluation of environments
Mack Alford, Larry E. Druffel, Ben Elliott, Richard Fairley, Ray Houghton, J. Ramanathan, Samuel T. Redwine, P. G. Richards, Alan R. Segal, Leon Stucki, Jack C. Wileden
January 1982 **ACM SIGSOFT Software Engineering Notes**, Volume 7 Issue 1
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Relevance scale

21 Staffing the MIS Function

Theodore C. Willoughby

December 1972 **ACM Computing Surveys (CSUR)**, Volume 4 Issue 4

Full text available: pdf(1.36 MB) Additional Information: full citation, references, citings, index terms

22 Queries? Links? Is there a difference?

Gene Golovchinsky

March 1997 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Full text available: pdf(1.09 MB) Additional Information: full citation, references, citings, index terms

Keywords: browsing, dynamic links, hypertext, information exploration, information retrieval, newspaper metaphor

23 A fuzzy rule-based interactive methodology for training multimedia actors

Savant Karunaratne, Hong Yan

December 2000 **Selected papers from the Pan-Sydney workshop on Visualisation - Volume 2**

Full text available: pdf(1.46 MB) Additional Information: full citation, abstract, references, index terms

Computer animation has come a long way during the last decade and is now capable of producing near-realistic rendered 3D computer graphics models of expressive, talking, acting humanoids and other characters inhabiting virtual worlds. However, the component of work that needs to be done by animators and artists in producing these synthetic character performances is quite significant. In this paper, we present an expert system based on fuzzy knowledge bases that helps in moving towards automating ...

24 Research contributions: Formal participation and performance of the system development group: the role of group heterogeneity and group-based rewards

Adel M. Aladwani, Arun Rai, Arkalgud Ramaprasad

September 2000 **ACM SIGMIS Database**, Volume 31 Issue 4

Full text available: pdf(1.46 MB) Additional Information: full citation, abstract, references, index terms

This study examines the influence of two selected group structural characteristics on successful participation in system development. It draws upon work-group design research to develop and test nine hypotheses that link group heterogeneity and group-based rewards to participation and performance outcomes. Some interesting findings emerge from the study.The nature of the relationship between group heterogeneity and participation is not the same as that between group-based rewards and participati ...

Keywords: formal participation, group heterogeneity, group-based rewards

25 Session 2B: multiagent simulation: Agent-based interaction analysis of consumer behavior

Lamjed Ben Said, Thierry Bouron, Alexis Drogoul

July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 1**

Full text available: pdf(298.65 KB) Additional Information: full citation, abstract, references, index terms

Our goal is to create a virtual consumer population that can be used for simulating the effects of marketing strategies in a competing market context. That requires having a consumers' behavioral model allowing the representation of observed individual behaviors and the simulation of a large population of consumers. That also requires finding the parameters' values characterizing the virtual population that reproduces real market evolutions. This paper proposes a consumer behavioral model based ...

Keywords: consumer behavior, multi-agent simulation

26 Power, politics, and MIS implementation

M. Lynne Markus

June 1983 **Communications of the ACM**, Volume 26 Issue 6

Full text available: pdf(1.75 MB) Additional Information: full citation, abstract, references, citings, index terms

Theories of resistance to management information systems (MIS) are important because they guide the implementation strategies and tactics chosen by implementors. Three basic theories of the causes of resistance underlie many prescriptions and rules for MIS implementation. Simply stated, people resist MIS because of their own internal factors, because of poor system design, and because of the interaction of specific system design fea ...

Keywords: implementation, intraorganizational power, politics, resistance

27 Factors affecting professional competence of information technology professionals

J. Ellis Blanton, Thomas Schambach, Kenneth J. Trimmer

July 1998 **ACM SIGCPR Computer Personnel**, Volume 19 Issue 3

Full text available: pdf(1.28 MB) Additional Information: full citation, abstract, index terms

Design and development of effective information technology (IT) based systems depends upon a staff of competent information technology professionals (ITPs). Due to the rapid pace of technological innovation, diverging application of IT, and changing role responsibilities of ITPs, it is becoming increasingly difficult for ITPs to maintain up-to-date professional competency.Although not extensively examined in IT research, professional obsolescence threats have been acknowledged and evaluated in r ...

Keywords: IT professional, individual characteristics, nature of work, organizational climate, professional competency

28 Full Technical Papers: Lessons learned in modeling schizophrenic and depressed responsive virtual humans for training

Robert C. Hubal, Geoffrey A. Frank, Curry I. Guinn

January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces**

Full text available: pdf(355.06 KB) Additional Information: full citation, abstract, references, index terms

This paper describes lessons learned in developing the linguistic, cognitive, emotional, and gestural models underlying virtual human behavior in a training application designed to train civilian police officers how to recognize gestures and verbal cues indicating different forms of mental illness and how to verbally interact with the mentally ill. Schizophrenia, paranoia, and depression were all modeled for the application. For linguistics, the application has quite complex language grammars th ...

Keywords: agents, behavior modeling, interaction skills training, managing encounters with the mentally ill, responsive virtual humans

29 Measurement of technology mediated communication style: the communication preferences inventory (CPI)

Heather Parker, Mark Chignell, Leonardo Ruppenthal

September 2002 **Proceedings of the 2002 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(56.85 KB) Additional Information: full citation, abstract, references, index terms

This paper describes the development of a new inventory for measuring communication preferences (the CPI). It begins with a discussion of the need for such an inventory, along with a description of earlier work on use of unified communications technology that motivated its development. The current 62-item of the CPI is presented, along with the associated factor structure based on a sample of 110 respondents. The relationship of the CPI to the big five personality factors is discussed, and a stu ...

30 Exploring the Scalability of Character-Based Storytelling

Fred Charles, Marc Cavazza

July 2004 **Proceedings of the Third International Joint Conference on Autonomous Agents and Multiagent Systems - Volume 2**

Full text available: pdf(7.78 MB) Additional Information: full citation, abstract, index terms

Interactive Storytelling is establishing itself as a major application of virtual embodied characters. To achieve further progress in the field, some authors have suggested that it was necessary to break the 10-minute barrier for story duration, while preserving story pace. In this context, understanding scalability issues is an essential aspect of the development of future Interactive Storytelling technologies. Scalability can be defined as the production of a richer narrative which follows the ...

31 Enhancing teaching using the Internet: report of the working group on the World Wide Web as an interactive teaching resource

Stephen Hartley, Jill Gerhardt-Powals, David Jones, Colin McCormack, M. Dee Medley, Blaine Price, Margaret Reek, Marguerite K. Summers

June 1996 **ACM SIGCSE Bulletin , Proceedings of the 1st conference on Integrating technology into computer science education**, Volume 28 Issue SI

Full text available: pdf(1.26 MB) Additional Information: full citation, references, citings, index terms

32 The roots of structured programming
Leonard H. Weiner
February 1978 **ACM SIGCSE Bulletin , Papers of the SIGCSE/CSA technical symposium on Computer science education**, Volume 10 Issue 1
Full text available: pdf(979.05 KB) Additional Information: full citation, references

33 Opportunistic exploration of large consumer product spaces
Doug Bryan, Anatole Gershman
November 1999 **Proceedings of the 1st ACM conference on Electronic commerce**
Full text available: pdf(1.10 MB) Additional Information: full citation, references, index terms

Keywords: browsing, information retrieval, information visualization, online shopping, retail eCommerce, searching, visual metaphor, visual navigation

34 Accepted Posters: Scripting embodied agents behaviour with CML: character markup language
Yasmine Arafa, Abe Mamdani
January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces**
Full text available: pdf(678.22 KB) Additional Information: full citation, abstract, references

Embodied agents present ongoing challenging agenda for research in multi-modal user interfaces and human-computer-interaction. Such agent metaphors will only be widely applicable to online applications when there is a standardised way to map underlying engines with the visual presentation of the agents. This paper delineates the functions and specifications of a mark-up language for scripting the animation of virtual characters. The language is called: Character Mark-up Language (CML) and is an ...

Keywords: CML, animated expression, automated animation scripting, embodied agents, interface agents, lifelike characters, mark-up languages

35 A computational model of social perlocutions
David Pautler, Alex Quilici
August 1998
Full text available: pdf(652.69 KB) Publisher Site Additional Information: full citation, abstract, references

The view that communication is a form of action serving a variety of specific functions has had a tremendous impact on the philosophy of language and on computational linguistics. Yet, this mode of analysis has been applied to only a narrow range of exchanges (e.g. those whose primary purpose is transferring information or coordinating tasks) while exchanges meant to manage interpersonal relationships, maintain "face", or simply to convey thanks, sympathy, and so on have been largely ignored. We ...

36 The characteristics of digital video and considerations of designing video databases
Chueh-Wei Chang, Keh-Feng Lin, Suh-Yin Lee
December 1995 **Proceedings of the fourth international conference on Information and knowledge management**
Full text available: pdf(1.15 MB) Additional Information: full citation, references, citings, index terms

37 Reskilling IS professionals: individual and organizational adaptation to software process innovations

Michael J. Gallivan

April 1995 **Proceedings of the 1995 ACM SIGCPR conference on Supporting teams, groups, and learning inside and outside the IS function reinventing IS**

Full text available: pdf(1.29 MB) Additional Information: full citation, references, citings, index terms

Keywords: client/server development, innovation, job performance, object-oriented computing, reskilling, satisfaction, training

38 Reflection on pleasure: Field of play: sensual interface

Liz C. Throop

June 2003 **Proceedings of the 2003 international conference on Designing pleasurable products and interfaces**

Full text available: pdf(602.00 KB) Additional Information: full citation, abstract, references, index terms

Focusing on intuitive, non-expert users as audience yields an interface that maximizes the sensuous features of the desktop environment, including sound, color, and pattern. It fits into a category that is not computer games or graphics software per se, but a kind of art that makes art. Digital activities of this sort can act as a bridge to more analytical aspects of computers.

Keywords: art and technology, computer games - social aspects, computer graphics - case studies, interactivity

39 Research roundup

August 1973 **ACM SIGCPR Computer Personnel**, Volume 4 Issue 3-4

Full text available: pdf(204.55 KB) Additional Information: full citation

40 Doctorial Consortium: Reinventing the inbox: supporting the management of pending tasks in email

Jacek Gwizdka

April 2002 **CHI '02 extended abstracts on Human factors in computing systems**

Full text available: pdf(316.15 KB) Additional Information: full citation, abstract, references, citings

Email was originally designed as a tool for asynchronous communication. However, its current usage goes far beyond that. One of the most commonly performed activities in email is the management of pending tasks. This research focuses on how to support this activity in email and explores alternative solutions that use different external representations of messages and associated tasks.

Keywords: email user interface, external representations, prospective memory, task management, visualization

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1 Full Technical Papers: Inferring user goals from personality and behavior in a causal model of user affect

Xiaoming Zhou, Cristina Conati

January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces**

Full text available: pdf(700.99 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a probabilistic model, based on Dynamic Decision Networks, to assess user affect from possible causes of emotional arousal. The model relies on the OCC cognitive theory of emotions and is designed to assess student affect during the interaction with an educational game. A key element of applying the OCC theory to assess user affect is knowledge of user goals. Thus, in this paper we focus on describing how our model infers these goals from user personality traits and interaction behavi ...

Keywords: affective computing, dynamic decision networks, educational games, user modeling

2 Computers and playfulness: humorous, cognitive, and social playfulness in real and virtual workplaces

Julie E. Kendall, Jane Webster

April 1997 **ACM SIGMIS Database**, Volume 28 Issue 2

Full text available: pdf(222.92 KB) Additional Information: full citation, index terms

3 A social-psychological model for synthetic actors

Daniel Rousseau, Barbara Hayes-Roth

May 1998 **Proceedings of the second international conference on Autonomous agents**

Full text available: pdf(1.05 MB) Additional Information: full citation, references, citings, index terms

Keywords: believability, improvisation, synthetic actors

4 Introduction to special section on contemporary virtual environments: Expertise,

extraversion and group interaction styles as performance indicators in virtual teams: how do perceptions of IT's performance get formed?
Pierre Balthazard, Richard E. Potter, John Warren
February 2004 **ACM SIGMIS Database**, Volume 35 Issue 1

Full text available: pdf(462.33 KB) Additional Information: full citation, abstract, references, index terms

This study investigates how a personality trait and expertise affect virtual teams interaction, and how that interaction leads to different levels of performance (e.g., solution quality, solution acceptance, cohesion). Teams have been shown to exhibit constructive, aggressive/defensive, or passive/defensive interaction styles that affect communication and thus team performance by facilitating or hindering the exchange of information among group members. These styles reflect an aggregation of the ...

Keywords: "big five" personality model, contextual performance, expertise, extraversion, group interaction styles, task performance, virtual teams

5 An agent architecture for personalized Web stores
L. Ardissono, C. Barbero, A. Goy, G. Petrone
April 1999 **Proceedings of the third annual conference on Autonomous Agents**

Full text available: pdf(1.02 MB) Additional Information: full citation, references, citings, index terms

6 Social networks and trust: Trust in information sources as a source for trust: a fuzzy approach
Cristiano Castelfranchi, Rino Falcone, Giovanni Pezzulo
July 2003 **Proceedings of the second international joint conference on Autonomous agents and multiagent systems**

Full text available: pdf(310.49 KB) Additional Information: full citation, abstract, references, index terms

The aim of this paper is to show how relevant is a trust model based on beliefs and their credibility.The approaches to the study of trust are various and very different from each of other. In our view, just a socio-cognitive approach to trust would be able to analyse the sub-components on which the final decision to trust or not is taken. In this paper we show an implementation of our socio-cognitive model of trust developed using the so-called Fuzzy Cognitive Maps. The model allows to distingu ...

Keywords: beliefs, fuzzy cognitive maps, medical house assistance scenarios, sources of beliefs, trust

7 The dynamics of the human resource
Bruce H. Wrigley
June 1970 **Proceedings of the eighth annual SIGCPR conference**

Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, references, index terms

In today's business environment the manager in the data processing industry is faced with three major personnel problems: failure to acquire, failure to utilize, and failure to retain. Employee potential remains untapped due to our inability to utilize resources; we find it increasingly difficult to attract quality employees, and the technical personnel in whom we have accumulated sizable investment through long training periods at high salaries, continue to turn over at a high rate. ...

8 A logical approach to high-level agent control
L. Chen, K. Bechkoum, G. Clapworthy

May 2001 **Proceedings of the fifth international conference on Autonomous agents**

Full text available: pdf(265.41 KB) Additional Information: full citation, abstract, references, index terms

Recent work in animated human-like agent has made impressive progress toward generating agents with believable appearances and realistic motions for the interactive applications of inhabited virtual worlds. It remains difficult, however, to instruct animated agents to perform specific tasks or take initiatives. This paper addresses the challenge of instructability by introducing cognitive modelling - a novel logical approach based on a highly developed logical theory of actions, i. e. Event ...

Keywords: action selection and planning, autonomous agents, design methodologies, event calculus, instructability

9 Model like an Egyptian

Michael I. Frankel

November 1994 **Proceedings of the conference on TRI-Ada '94**

Full text available: pdf(772.23 KB) Additional Information: full citation, abstract, references, index terms

When the ancient Egyptians built the pyramids, they built them with a strong sturdy base, and then added layers in gradually smaller increments until the top came to a point. We visit these monuments today and marvel at their architectural ingenuity. Imagine—they had advanced to such a stage, that they were able to determine that the pyramids would stand a lot longer if they were built with the point at the top, instead of at the bottom. Why hasn't the software development community b ...

10 Animated autonomous personal representatives

Timothy W. Bickmore, Linda K. Cook, Elizabeth F. Churchill, Joseph W. Sullivan

May 1998 **Proceedings of the second international conference on Autonomous agents**

Full text available: pdf(932.14 KB) Additional Information: full citation, references, citings, index terms

Keywords: autonomous agent, avatar, self-presentation, synthetic character

11 TaskView: design and evaluation of a task-based email interface

Jacek Gwizdka

September 2002 **Proceedings of the 2002 conference of the Centre for Advanced Studies on Collaborative research**

Full text available: pdf(807.70 KB) Additional Information: full citation, abstract, references, citings, index terms

Email was originally designed as a tool for asynchronous communication. However, as the number of messages increased, so did their variety. A wide range of new and unforeseen email tasks reflects this variety. One of the most commonly performed activities in email is management of pending tasks. This research focuses on how to support this activity in email and explores solutions that use different external representations of messages and associated tasks. Central to this research is understandi ...

Keywords: email interface, external representations, prospective memory, task management, visualization

12 Session 5C: conversational agents: Embodied contextual agent in information delivering application

Catherine Pelachaud, Valeria Carofiglio, Berardina De Carolis, Fiorella de Rosis, Isabella Poggi
July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 2**

Full text available: pdf(263.28 KB) Additional Information: full citation, abstract, references, citings, index terms

We aim at building a new human-computer interface for Information Delivering applications: the conversational agent that we have developed is a multimodal believable agent able to converse with the User by exhibiting a synchronized and coherent verbal and nonverbal behavior. The agent is provided with a personality and a social role, that allows her to show her emotion or to refrain from showing it, depending on the context in which the conversation takes place. The agent is provided with a face ...

Keywords: believable agent architectures, cognitive models and models of mind, human-like and believable qualities, interface and conversational agents, personality and emotion in agents

13 Examining IT professionals' adaptation to technological change: the influence of gender and personal attributes

Michael J. Gallivan
August 2004 **ACM SIGMIS Database**, Volume 35 Issue 3

Full text available: pdf(355.81 KB) Additional Information: full citation, abstract, references, index terms

This paper examines the challenge of adapting to technological changes in IS departments. It develops a set of hypotheses about how two personal attributes (tolerance of ambiguity and openness to experience) will be associated with IT professionals' ability to adapt to a technological innovation. It also examines the literature on gender in the IT profession, positing that women IT employees will exhibit some differences in job performance (relative to men), but no differences in terms of job sa ...

Keywords: IT professionals, burnout, gender, innovation adoption, openness to experience, software process innovations, stress, tolerance of ambiguity

14 Session 2C: life-like and believable qualities: A step toward irrationality: using emotion to change belief

Stacy Marsella, Jonathan Gratch
July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 1**

Full text available: pdf(242.14 KB) Additional Information: full citation, abstract, references, citings, index terms

Emotions have a powerful impact on behavior and beliefs. The goal of our research is to create general computational models of this interplay of emotion, cognition and behavior to inform the design of virtual humans. Here, we address an aspect of emotional behavior that has been studied extensively in the psychological literature but largely ignored by computational approaches, emotion-focused coping. Rather than motivating external action, emotion-focused coping strategies alter beliefs in resp ...

Keywords: believability, cognitive modeling, coping strategies, emotion

15 The FINITE STRING newsletter: Abstracts of current literature

America Journal of Computational Linguistics Staff
April 1980 **Computational Linguistics**, Volume 6 Issue 2

Full text available: pdf(1.20 MB) Additional Information: full citation
Publisher Site

16 Mental imagery in problem solving: an eye tracking study
Daesub Yoon, N. Hari Narayanan
March 2004 **Proceedings of the Eye tracking research & applications symposium on Eye tracking research & applications**
Full text available: pdf(186.19 KB) Additional Information: full citation, abstract, references, index terms

Cognitive models and empirical studies of problem solving in visuo-spatial and causal domains suggest that problem solving tasks in such domains invoke cognitive processes involving mental animation and imagery. If these internal processes are externally manifested in the form of eye movements, such tasks present situations in which the trajectory of a user's visual attention can provide clues regarding his or her information needs to an Attentive User Interface [Vertegaal 2002]. In this paper, ...

Keywords: attentive user interface, empirical study, mental imagery, reactive information display

17 Dissertation Abstracts in Computer Graphics
Clifford A. Shaffer
September 1993 **ACM SIGGRAPH Computer Graphics**, Volume 27 Issue 2
Full text available: pdf(1.47 MB) Additional Information: full citation

18 FastMap: a fast algorithm for indexing, data-mining and visualization of traditional and multimedia datasets
Christos Faloutsos, King-Ip Lin
May 1995 **ACM SIGMOD Record , Proceedings of the 1995 ACM SIGMOD international conference on Management of data**, Volume 24 Issue 2
Full text available: pdf(1.21 MB) Additional Information: full citation, abstract, references, citings, index terms

A very promising idea for fast searching in traditional and multimedia databases is to map objects into points in *k*-d space, using *k* feature-extraction functions, provided by a domain expert [25]. Thus, we can subsequently use highly fine-tuned spatial access methods (SAMs), to answer several types of queries, including the 'Query By Example' type (which translates to a range query); the 'all pairs' query (which translates to a spatial join [8]); the nearest-neighbor or best-match ...

19 Pathematic agents: rapid development of believable emotional agents in intelligent virtual environments
Carlos Martinho, Ana Paiva
April 1999 **Proceedings of the third annual conference on Autonomous Agents**
Full text available: pdf(1.19 MB) Additional Information: full citation, references, citings, index terms

20 Panels: How to trust robots further than we can throw them
David Bruemmer, Douglas Few, Michael Goodrich, Donald Norman, Nilanjan Sarkar, Jean Scholtz, Bill Smart, Mark L. Swinson, Holly Yanco
April 2004 **Extended abstracts of the 2004 conference on Human factors and**

computing systems

Full text available: pdf(161.28 KB) Additional Information: full citation, abstract, index terms

Panelists from defense, entertainment, industry, transportation and energy sectors will discuss the challenges of human-robot interaction in terms of operator trust Trust affects a broad range of mobile robot applications including everything from helpful robots such as automated wheelchairs and robot wedding photographers to robots used in critical environments such as urban search and rescue, countermine operations and bomb disposal. Panelists will discuss experiments and case studies that hig ...

Keywords: human-robot interaction, robot control, trust

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1 Technical papers. software process: Using process technology to control and coordinate software adaptation

Giuseppe Valetto, Gail Kaiser

May 2003 **Proceedings of the 25th International Conference on Software Engineering**

Full text available: pdf(1.30 MB) Additional Information: full citation, abstract, references, index terms

Publisher Site

We have developed an infrastructure for end-to-end run-time monitoring, behavior/performance analysis, and dynamic adaptation of distributed software. This infrastructure is primarily targeted to pre-existing systems and thus operates <u>outside</u> the target application, without making assumptions about the target's implementation, internal communication/computation mechanisms, source code availability, etc. This paper assumes the existence of the monitoring and analysis components ...

2 Access Control: Design and implementation of a flexible RBAC-service in an object-oriented scripting language

Gustaf Neumann, Mark Strembeck

November 2001 **Proceedings of the 8th ACM conference on Computer and Communications Security**

Full text available: pdf(177.28 KB) Additional Information: full citation, abstract, references, citings, index terms

In this paper we present the design and implementation of the xorbac component that provides a flexible RBAC service. The xorbac, implementation conforms to level 4a of the unified NIST model for RBAC and can be reused for arbitrary applications on Unix or Windows with a C or Tcl linkage. xorbac runtime elements can be serialized and recreated from RDF data models conforming to a well-defined RDF schema. Furthermore we present our experiences with xorbac for t ...

Keywords: XOTcl, mobile code, object-orientation, role-based access control, scripting language, web-applications

3 Interactive 3D sound hyperstories for blind children

Maruricio Lumbreras, Jaime Sánchez

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Full text available: pdf(1.22 MB) Additional Information: full citation, abstract, references, citings, index terms

Interactive software is currently used for learning and entertainment purposes. This type of software is not very common among blind children because most computer games and electronic toys do not have appropriate interfaces to be accessible without visual cues.

This study introduces the idea of interactive hyperstories carried out in a 3D acoustic virtual world for blind children. We have conceptualized a model to design hyperstories. Through AudioDoom we have an applicatio ...

Keywords: 3D sound, audio interface, audio-based navigation, blind children, hyperstory, space representation, virtual acoustic environment

4 Authentication via keystroke dynamics

Fabian Monrose, Aviel Rubin

April 1997 **Proceedings of the 4th ACM conference on Computer and communications security**

Full text available: pdf(1.18 MB) Additional Information: full citation, references, citings, index terms

5 Computers and playfulness: humorous, cognitive, and social playfulness in real and virtual workplaces

Julie E. Kendall, Jane Webster

April 1997 **ACM SIGMIS Database**, Volume 28 Issue 2

Full text available: pdf(222.92 KB) Additional Information: full citation, index terms

6 Timewarp rigid body simulation

Brian Mirtich

July 2000 **Proceedings of the 27th annual conference on Computer graphics and interactive techniques**

Full text available: pdf(6.54 MB) Additional Information: full citation, abstract, references, citings, index terms

The traditional high-level algorithms for rigid body simulation work well for moderate numbers of bodies but scale poorly to systems of hundreds or more moving, interacting bodies. The problem is unnecessary synchronization implicit in these methods. Jefferson's timewarp algorithm [22] is a technique for alleviating this problem in parallel discrete event simulation. Rigid body dynamics, though a continuous process, exhibits many aspects of a discrete one. With modification ...

Keywords: animation, physics based modeling

7 Full Technical Papers: Inferring user goals from personality and behavior in a causal model of user affect

Xiaoming Zhou, Cristina Conati

January 2003 **Proceedings of the 8th international conference on Intelligent user interfaces**

Full text available: pdf(700.99 KB) Additional Information: full citation, abstract, references, citings, index terms

We present a probabilistic model, based on Dynamic Decision Networks, to assess user

affect from possible causes of emotional arousal. The model relies on the OCC cognitive theory of emotions and is designed to assess student affect during the interaction with an educational game. A key element of applying the OCC theory to assess user affect is knowledge of user goals. Thus, in this paper we focus on describing how our model infers these goals from user personality traits and interaction behavi ...

Keywords: affective computing, dynamic decision networks, educational games, user modeling

8 QoS provisioning in clusters: an investigation of Router and NIC design

Ki Hwan Yum, Eun Jung Kim, Chita R. Das

May 2001 **ACM SIGARCH Computer Architecture News , Proceedings of the 28th annual international symposium on Computer architecture**, Volume 29 Issue 2

Full text available: pdf(892.93 KB) Additional Information: full citation, abstract, references, index terms

Design of high performance cluster networks (routers) with Quality-of-Service (QoS) guarantees is becoming increasingly important to support a variety of multimedia applications, many of which have real-time constraints. Most commercial routers, which are based on the wormhole-switching paradigm, can deliver high performance, but lack QoS provisioning. In this paper, we present a pipelined wormhole router architecture that can provide high and predictable performance for integrated traffic ...

Keywords: *VirtualClock, cluster network, network interface, preemption mechanism, quality-of-service, router architecture, wormhole router*

9 A performance study of cosmological simulations on message-passing and shared-memory multiprocessors

Marios D. Dikaiakos, Joachim Stadel

January 1996 **Proceedings of the 10th international conference on Supercomputing**

Full text available: pdf(959.75 KB) Additional Information: full citation, references, citings, index terms

10 Security III: Experiential learning and security lab design

Ed Crowley

October 2004 **Proceedings of the 5th conference on Information technology education**

Full text available: pdf(169.30 KB) Additional Information: full citation, abstract, references, index terms

Awareness of the need for Information Systems Security continues to expand. This expansion has created a need for security focused lab modules. By design, these lab modules should optimize student learning experiences. Incorporating Kolb's experiential learning model helps assure an optimum learning experience. This paper, presents procedures and methodologies utilized in developing security lab modules. These modules illustrate the application of Kolb's experiential learning model.

Keywords: TCP/IP, internet security, lab design, network security

11 Object-oriented encapsulation for dynamically typed languages

Nathanael Schärli, Andrew P. Black, Stéphane Ducasse

October 2004 **ACM SIGPLAN Notices , Proceedings of the 19th annual ACM SIGPLAN Conference on Object-oriented programming, systems, languages, and**

applications, Volume 39 Issue 10
Full text available: pdf(392.35 KB) Additional Information: full citation, abstract, references, index terms

Encapsulation in object-oriented languages has traditionally been based on static type systems. As a consequence, dynamically-typed languages have only limited support for encapsulation. This is surprising, considering that encapsulation is one of the most fundamental and important concepts behind object-oriented programming and that it is essential for writing programs that are maintainable and reliable, and that remain robust as they evolve.

In this paper we describe the problems tha ...

Keywords: dynamic typing, encapsulation, encapsulation policies, information hiding, smalltalk

12 Inheritance of interface specifications (extended abstract)
Gary T. Leavens
August 1994 **ACM SIGPLAN Notices , Proceedings of the workshop on Interface definition languages**, Volume 29 Issue 8
Full text available: pdf(607.70 KB) Additional Information: full citation, abstract, citings, index terms

Four alternatives for the semantics of inheritance of specifications are discussed. The information loss and frame axiom problems for inherited specifications are also considered.

13 SIGSAM BULLETIN: Computer algebra in the life sciences
Michael P. Barnett
December 2002 **ACM SIGSAM Bulletin**, Volume 36 Issue 4
Full text available: pdf(240.15 KB) Additional Information: full citation, abstract, references

This note (1) provides references to recent work that applies computer algebra (CA) to the life sciences, (2) cites literature that explains the biological background of each application, (3) states the mathematical methods that are used, (4) mentions the benefits of CA, and (5) suggests some topics for future work.

14 A simulation approach to the design of dynamic feedback scheduling algorithms for time-shared computer systems
Madeline J. Bauer
June 1974 **Proceedings of the 2nd symposium on Simulation of computer systems**
Full text available: pdf(697.73 KB) Additional Information: full citation, abstract, references, citings, index terms

The goal of a scheduling algorithm for a time-shared computer system is to provide acceptable request response time and resource utilization through effective resource allocation. In order to do this, it is necessary for the algorithm to be capable of adjusting itself to handle the various situations, precipitated by the set of active user requests and the computing system's status, which may occur. An effort is now underway to design the structural framework of a scheduling algorithm which ...

15 Session 9B: coordination and cooperation I: The evolution and stability of cooperative traits
Sandip Sen, Partha Sarathi Dutta
July 2002 **Proceedings of the first international joint conference on Autonomous agents and multiagent systems: part 3**
Full text available: pdf(158.33 KB) Additional Information: full citation, abstract, references, index terms

Recent works in multi-agent systems have identified agent behaviors that can develop and sustain mutually beneficial cooperative relationships with like-minded agents and can resist exploitation from selfish agents. Researchers have proposed the use of a probabilistic reciprocity scheme that uses summary information from past interactions to decide whether or not to honor a request for help from another agent. This behavior has been found to be close to optimal in homogeneous groups and outperfo ...

Keywords: adaptation, cooperation, evolution, learning, reciprocity

16 Applications in logistics, transportation, and distribution: Supply chain and distribution network: semiconductor supply network simulation

Gary W. Godding, Hessam S. Sarjoughian, Karl G. Kempf

December 2003 **Proceedings of the 35th conference on Winter simulation: driving innovation**

Full text available: pdf(575.92 KB) Additional Information: full citation, abstract, references

More efficient and effective control of supply networks is conservatively worth billions of dollars to the national and world economy. Developing improved control requires simulation of physical flows of materials involved and decision policies governing these flows. This paper describes our initial work on modeling each of these flows as well as simulating their integration through the synchronized interchange of data. We show the level of abstraction that is appropriate, formulate and test ...

17 Dynamic correlation: the effect of learning evolution when learning and evolutionary tasks are different

Adam Labadorf

May 2003 **Journal of Computing Sciences in Colleges**, Volume 18 Issue 5

Full text available: pdf(15.90 KB) Additional Information: full citation, references, index terms

18 Continuous program optimization: A case study

Thomas Kistler, Michael Franz

July 2003 **ACM Transactions on Programming Languages and Systems (TOPLAS)**, Volume 25 Issue 4

Full text available: pdf(877.67 KB) Additional Information: full citation, abstract, references, index terms, review

Much of the software in everyday operation is not making optimal use of the hardware on which it actually runs. Among the reasons for this discrepancy are hardware/software mismatches, modularization overheads introduced by software engineering considerations, and the inability of systems to adapt to users' behaviors.A solution to these problems is to delay code generation until load time. This is the earliest point at which a piece of software can be fine-tuned to the actual capabilities of the ...

Keywords: Dynamic code generation, continuous program optimization, dynamic reoptimization

19 PETEEI: a PET with evolving emotional intelligence

Magy Seif El-Nasr, Thomas R. Ioerger, John Yen

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R. J. Schwartz

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